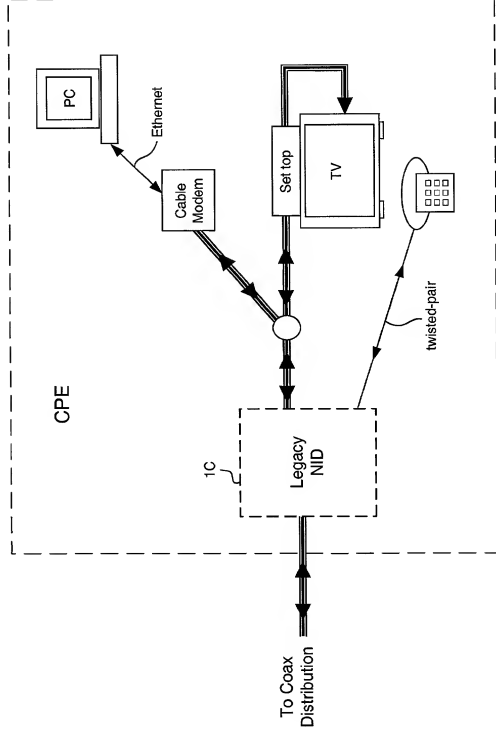
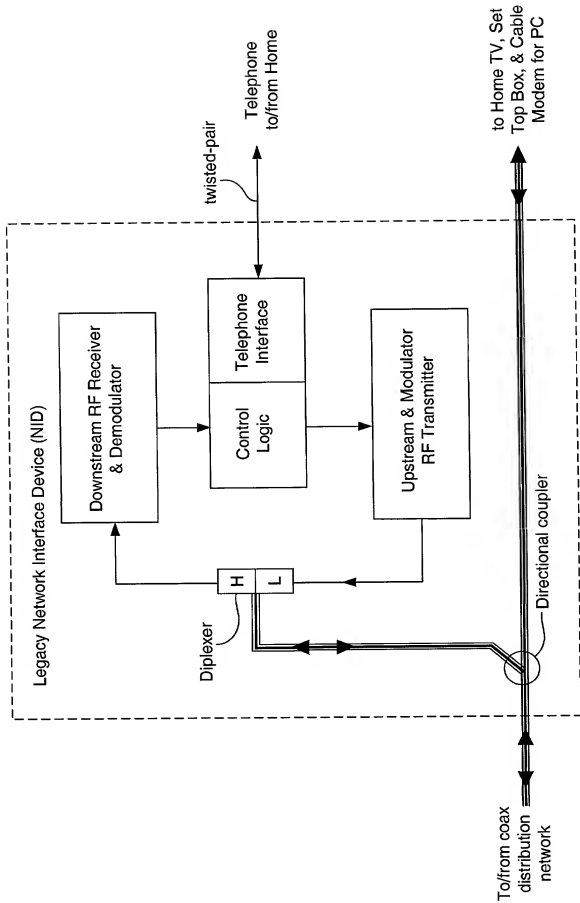


Prior Art
Fig. 1A



Prior Art
Fig. 1B



Prior Art
Fig. 1C

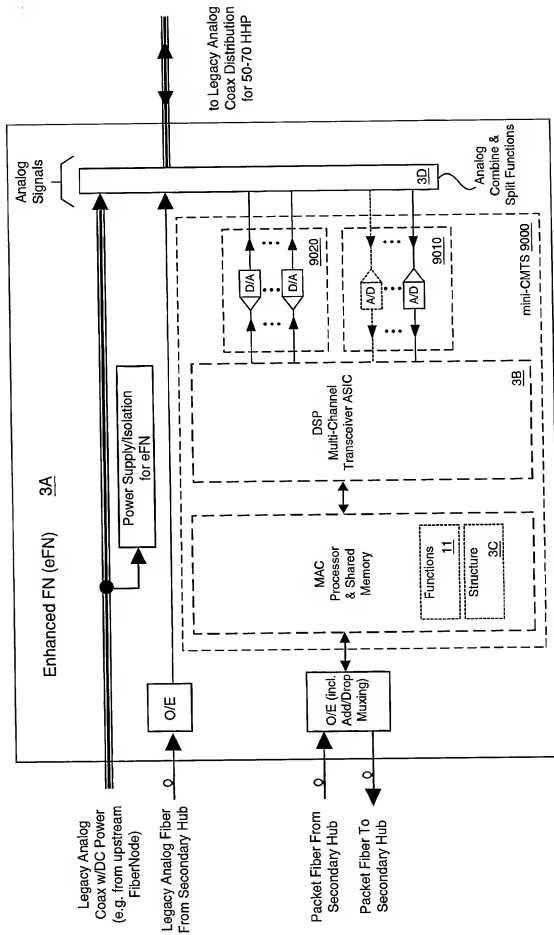


Fig. 3A

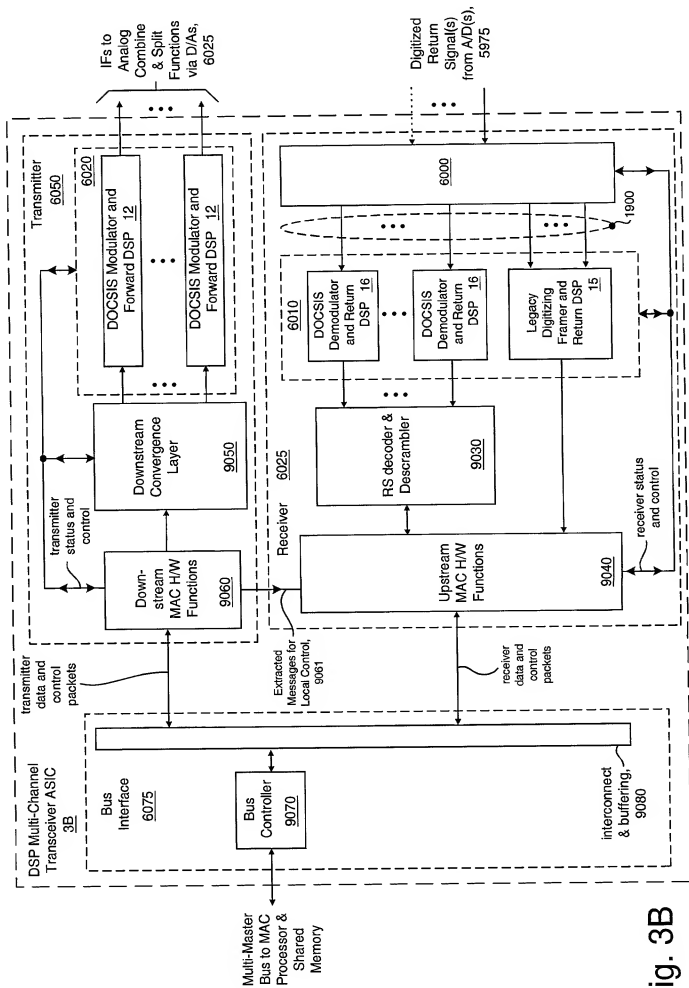


Fig. 3B

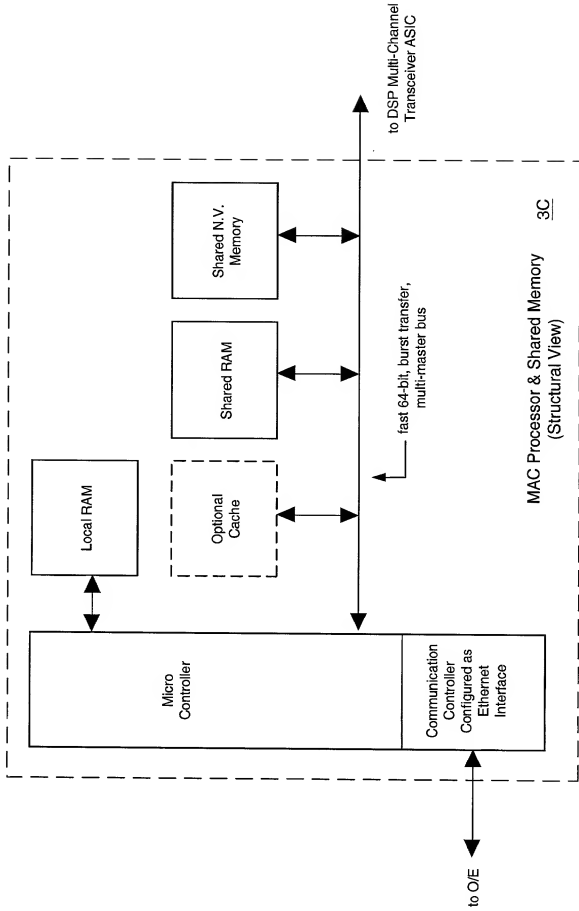


Fig. 3C

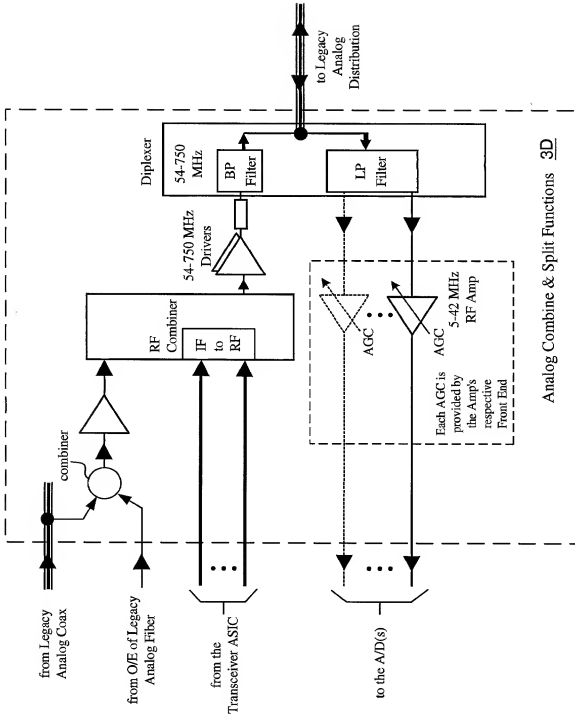
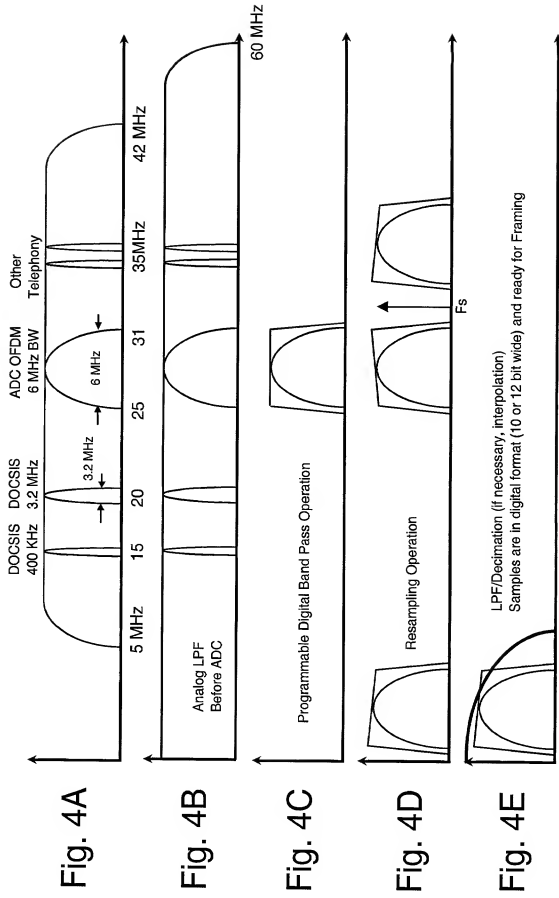


Fig. 3D



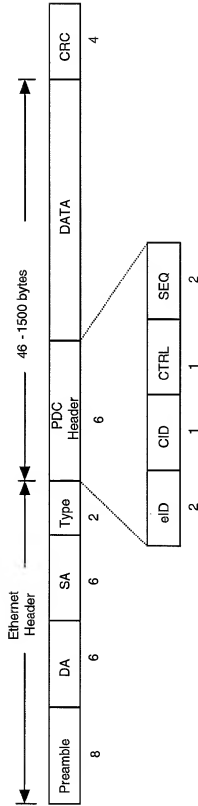


Fig. 5

Figure 6 shows the structure of the packet header. The packet header is divided into several fields: Ethernet Header (22 bytes), IP Header (20 bytes), UDP Header (8 bytes), and Data (46-1500 bytes). The UDP Header is further divided into Source Port (2 bytes), Destination Port (2 bytes), Length (2 bytes), and Checksum (2 bytes). The IP Header is further divided into Version (4 bits), Type of Service (8 bits), Total Length (16 bits), Identification (16 bits), Flags (3 bits), Fragment Offset (13 bits), Time to Live (8 bits), Protocol (8 bits), and Header Checksum (16 bits). The Data field is further divided into Data (46-1500 bytes) and CRC (4 bytes).

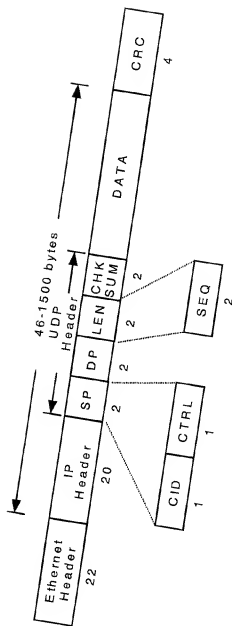


Fig. 6

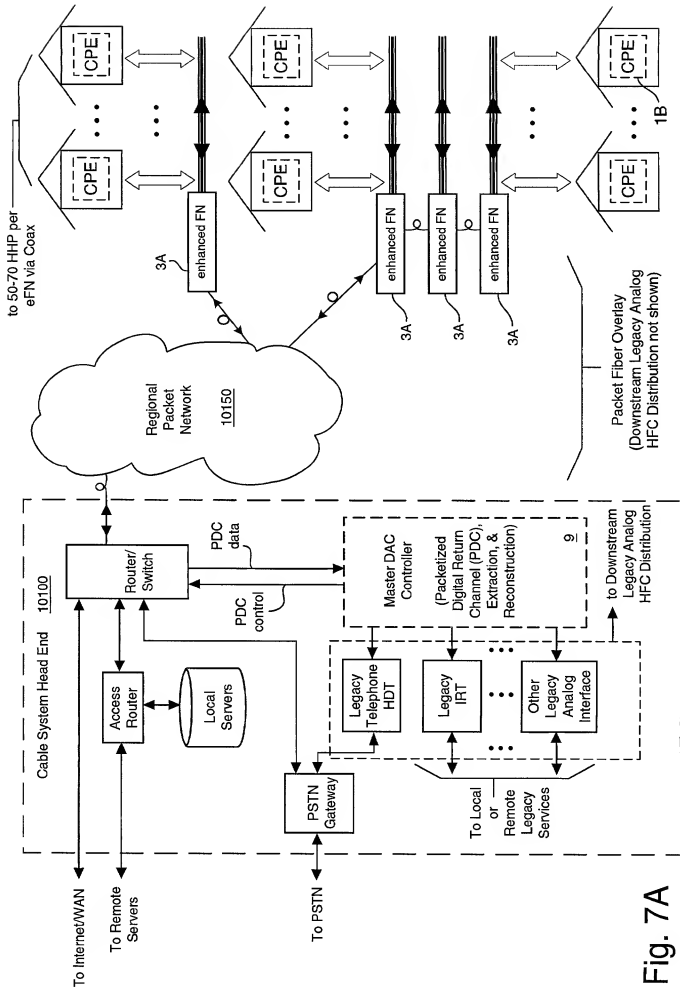


Fig. 7A

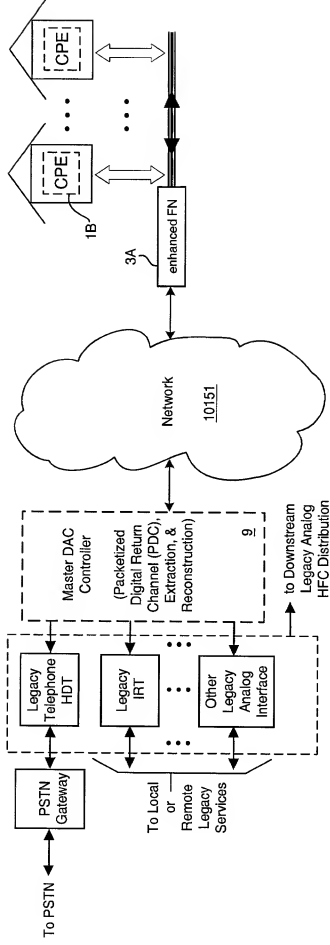


Fig. 7C

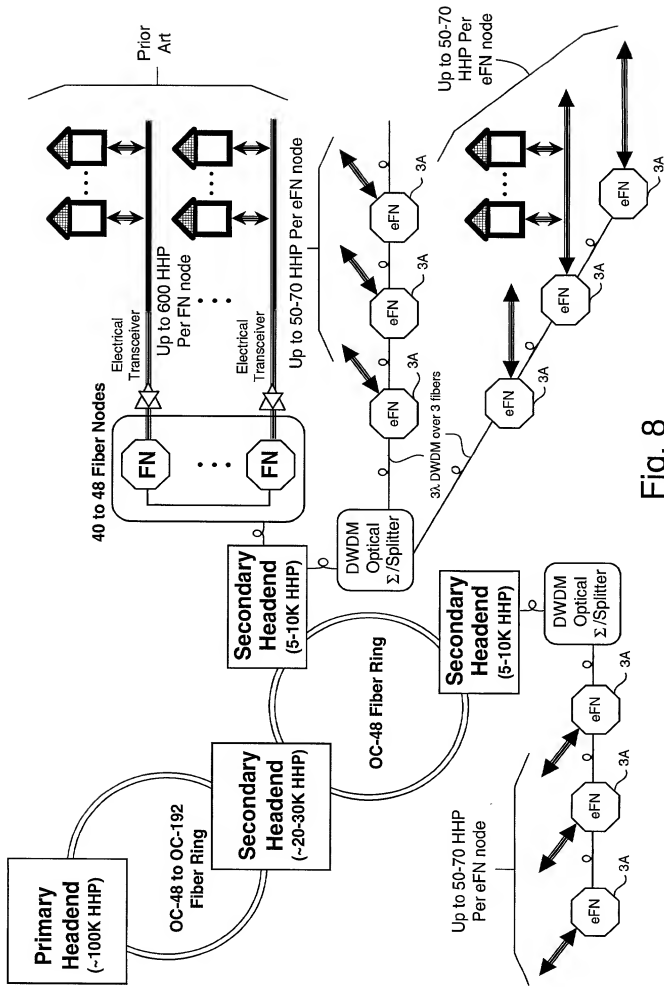


Fig. 8

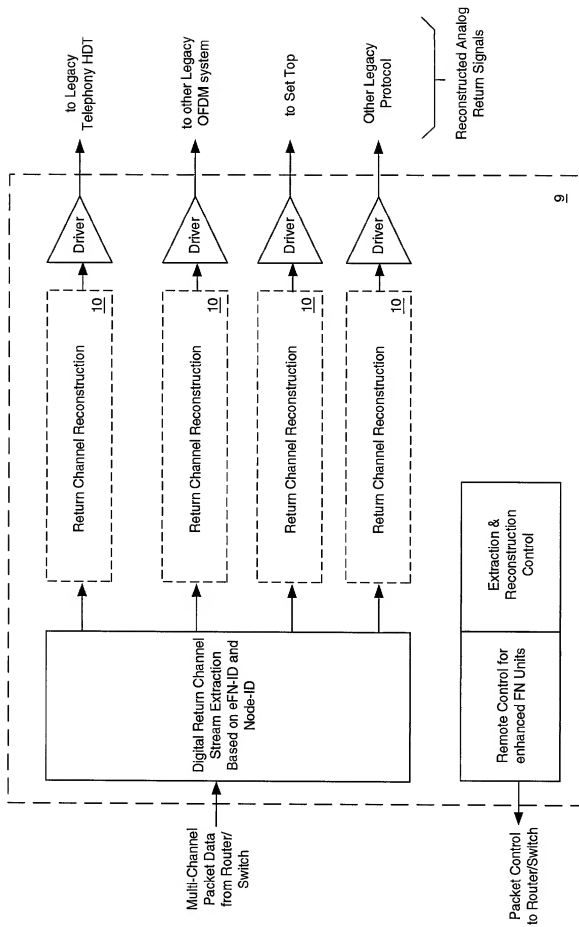


Fig. 9

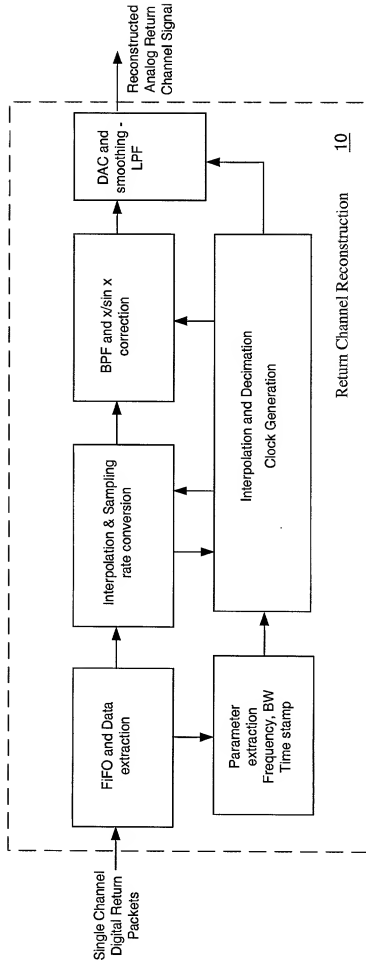


Fig. 10

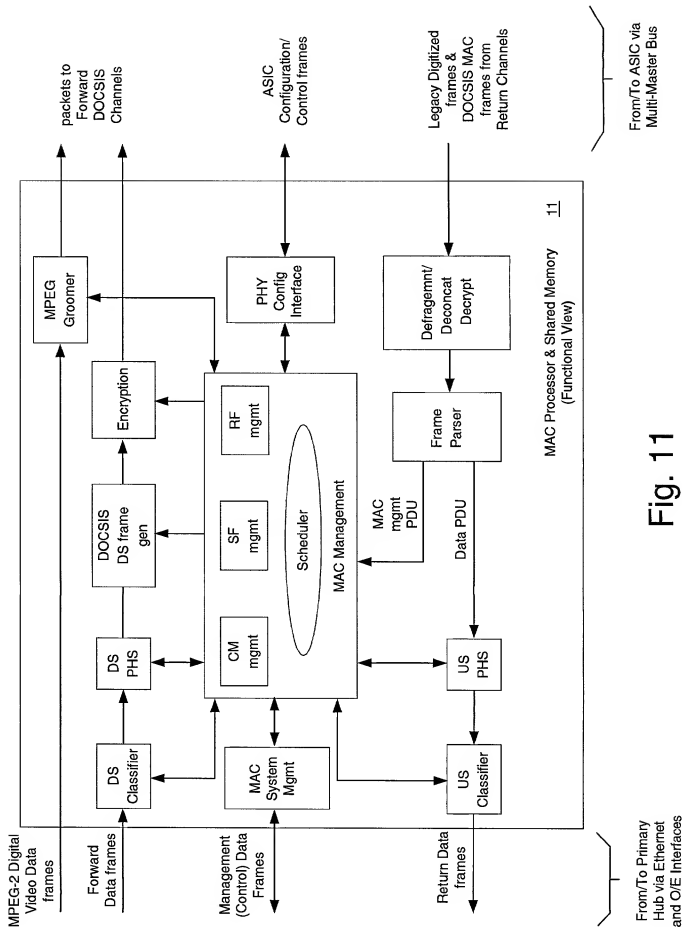


Fig. 11

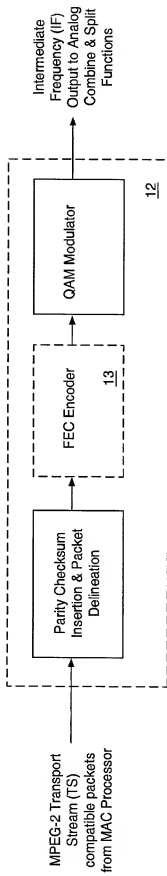


Fig. 12

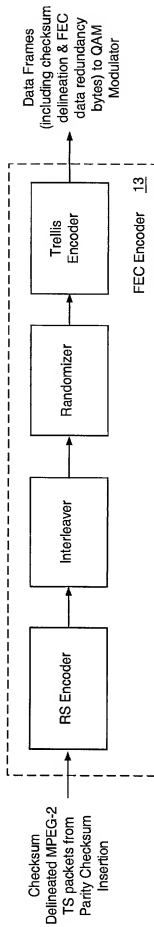


Fig. 13

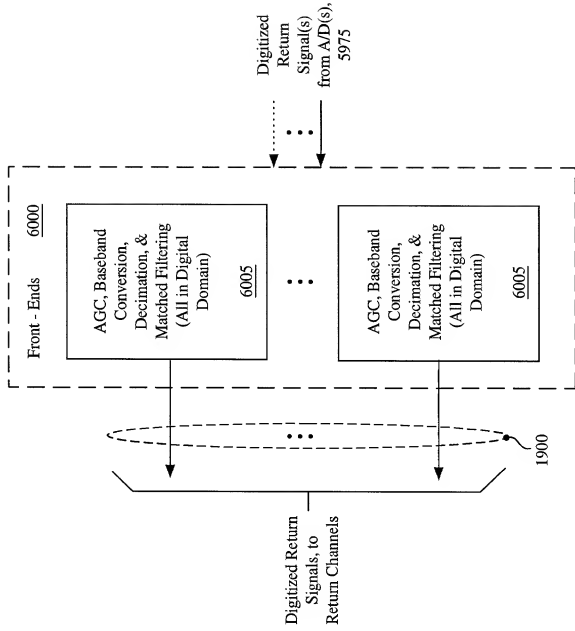


Fig. 14

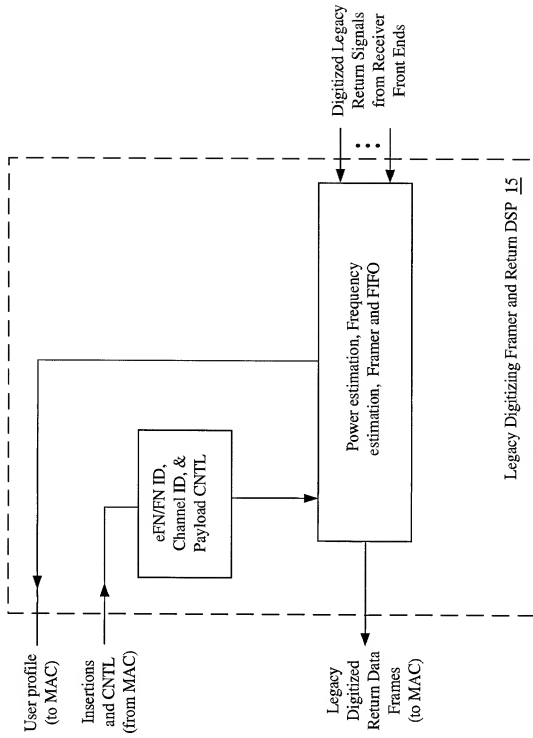


Fig. 15

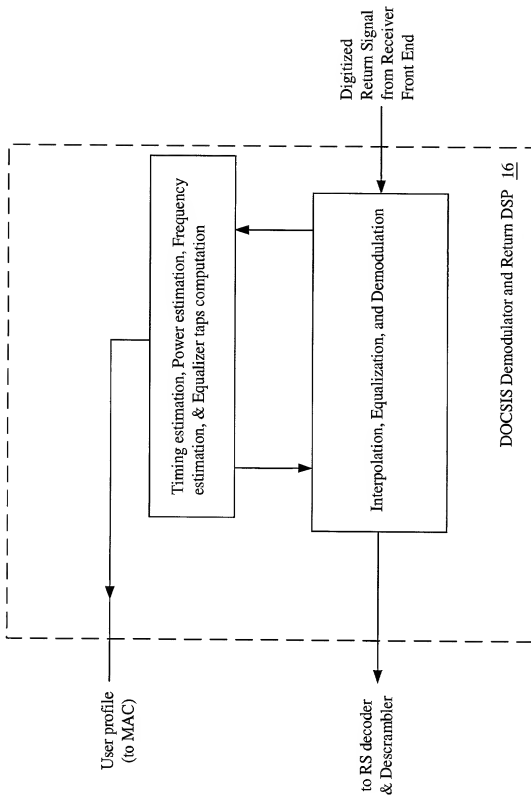


Fig. 16